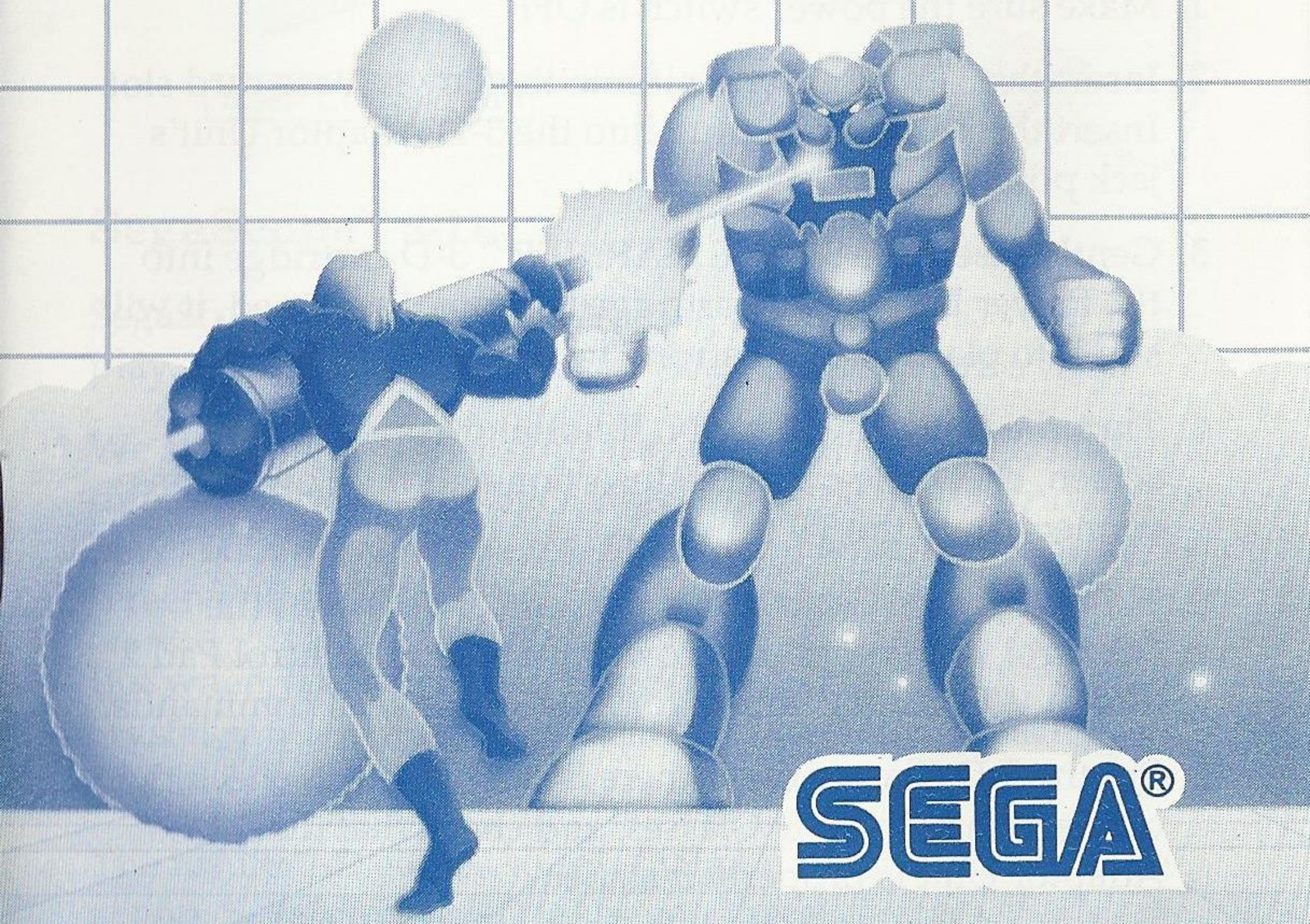
SEGASCOPE™ 3-D

SPACE HARRIER 3-D



SEGA®

Loading Instructions: Starting Up

SPACE HARRIER™ 3-D is designed for use with the SegaScope™ 3-D Glasses and the Sega Control Pad or Control Stick.

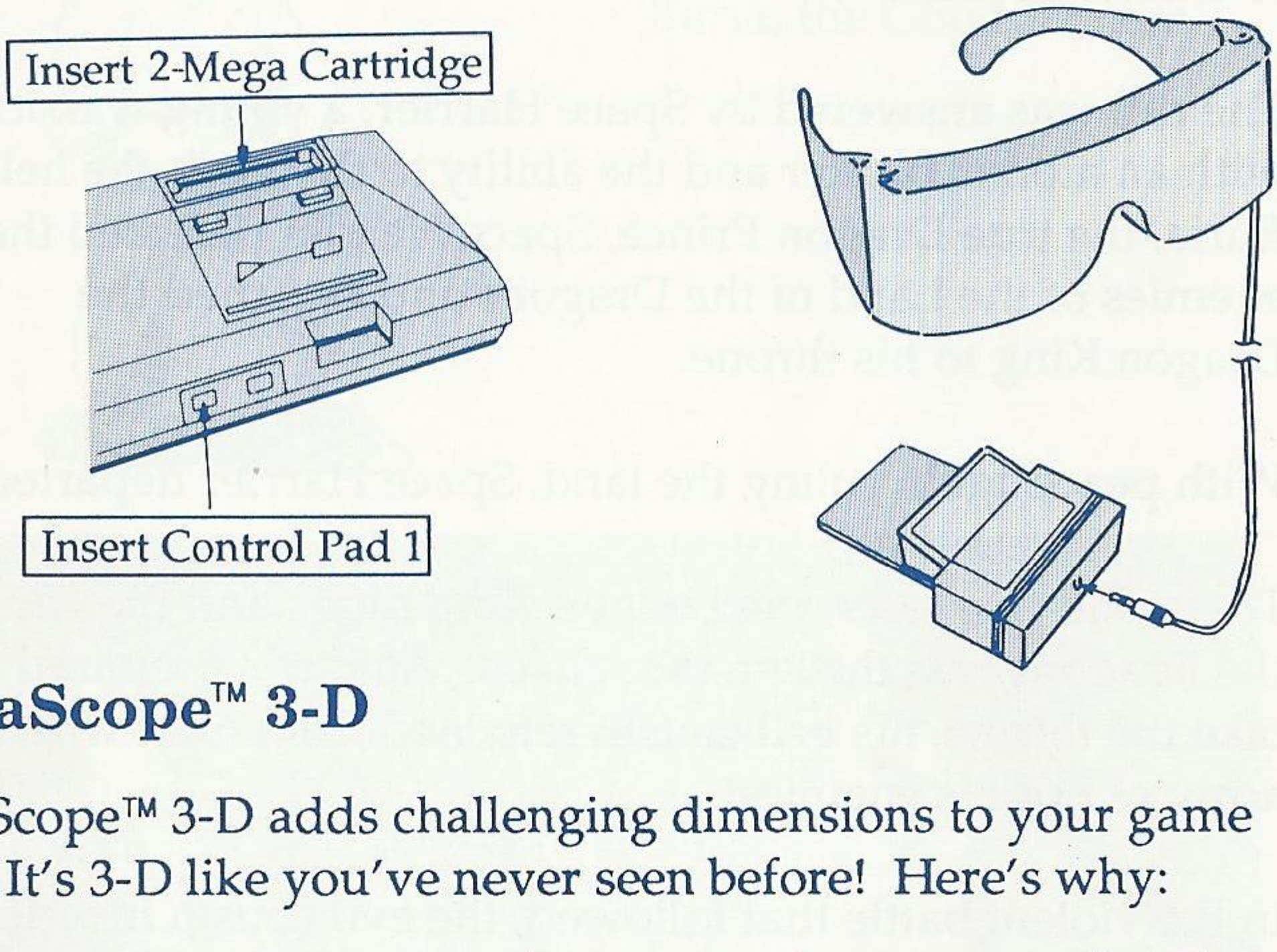
It's one of a new generation of games which give you the ultimate dimension in 3-D video game play, SegaScope™ 3-D. Follow these set up instructions, and watch your screen come alive!!

The following instructions are for game set up.

1. Make sure the power switch is OFF.
2. Insert the 3-D Adaptor Unit into the Power Base card slot. Insert the 3-D Glasses plug into the 3-D Adaptor Unit's jack port.
3. Gently insert the SPACE HARRIER™ 3-D cartridge into the Power Base. If the cartridge is properly aligned, it will slip into place without strong force.
4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.
5. Plug player 1's Control Pad or Control Stick into the "Control 1" input on the Power Base. Plug Control Pad 2 into the "Control 2" input for entering special commands.
6. Put the 3-D Glasses on. If there is no 3-D effect, check the connection to the 3-D Glasses, and check that the 3-D Adaptor Unit is properly installed.

7. Push Button 1 to start a one player game. If nothing happens, check the connection between the Control Pad and Power Base.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega Card/ Cartridge.™



SegaScope™ 3-D

SegaScope™ 3-D adds challenging dimensions to your game play. It's 3-D like you've never seen before! Here's why:

We see in three dimensions because each eye sees a slightly different picture. The Spce Harrier™ 3-D game cartridge displays both of these images. That's why when you look at the screen without the 3-D Glasses, the image looks blurred.

But when you put on the SegaScope 3-D Glasses,™ the liquid crystal shutters in each eye shield "flash" so that each eye sees only one image.

The result: 3-D games so real that you become a part of the action. SegaScope™ 3-D takes you there!

The Return of Space Harrier

Once, the peaceful Land of the Dragons had suffered under a reign of terror. Evil creatures stalked the land, leaving death and destruction in their wake. A call went out to the farthest reaches of the Galaxy for a Champion brave enough to challenge this evil.

The call was answered by Space Harrier, a young warrior with an atomic blaster and the ability to fly. With the help of Euria, the true Dragon Prince, Space Harrier defeated the enemies of the Land of the Dragons and returned the Dragon King to his throne.

With peace again ruling the land, Space Harrier departed.

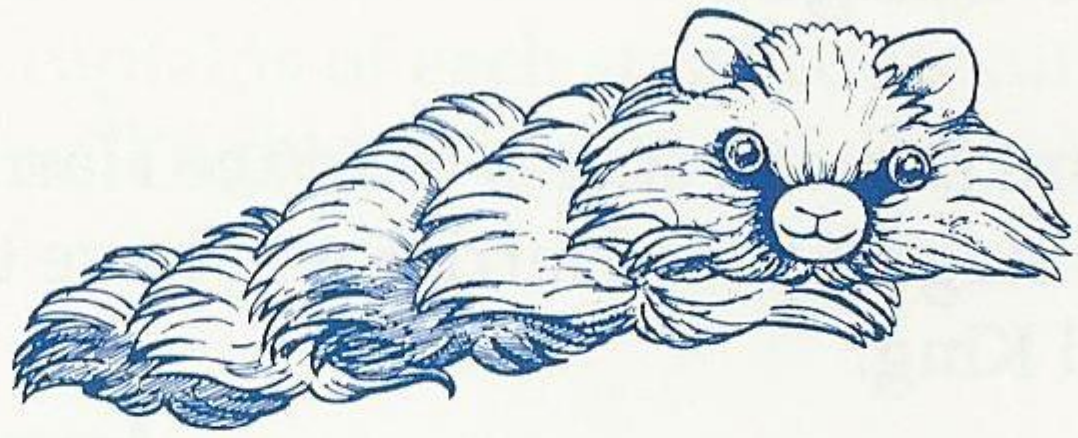
Then, one year later, the Dragon King died...and the Land of the Dragons was thrown into chaos! As Euria prepared to take the throne, his evil cousin returned from exile with an army of Euria's enemies!

In the violent battle that followed, the evil cousin invaded Euria's castle and took the throne. Even worse...Euria disappeared!

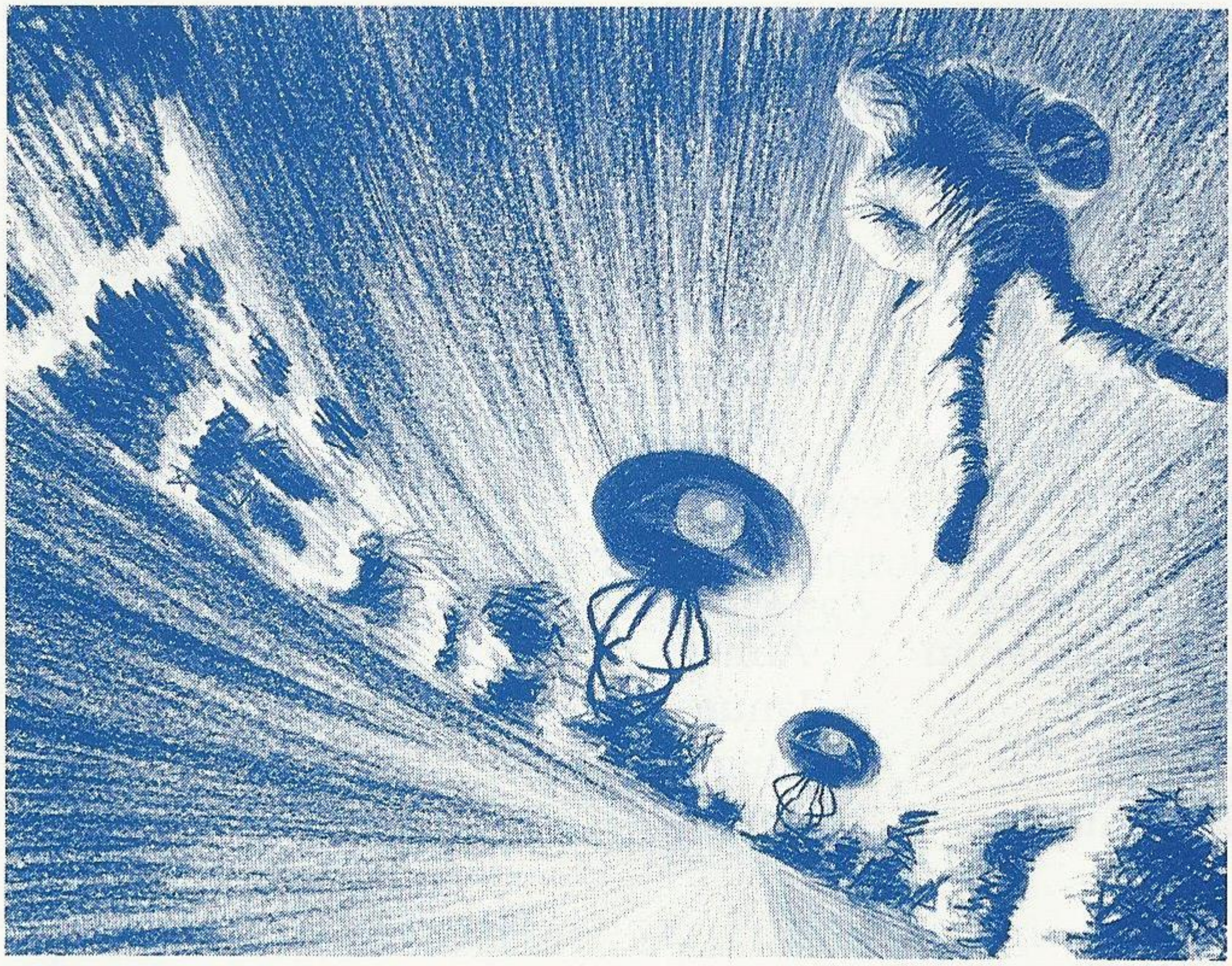
Now Space Harrier has returned to the Land of Dragons to find Euria and restore him to the rightful throne. But this time, he must journey farther than he ever has before, right into the jaws of the most vicious monsters in the galaxy!

To complete this mission, Space Harrier needs your help. The Land of the Dragons is depending on you!

Space Harrier



Euria, the Good Dragon



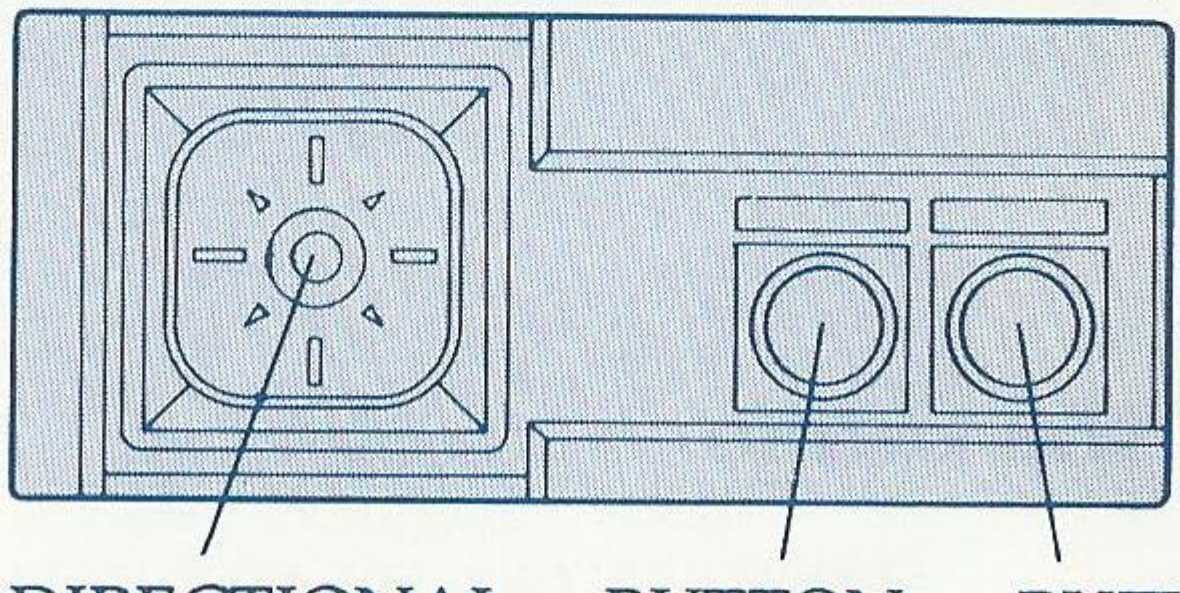
Battle Stages

There are thirteen stages to Space Harrier's battle. At the end of each stage, Space Harrier will have to battle a captain of the Evil King!

Stage	Evil Captains
1. Platia	Dylos
2. Moura	Houla
3. Bits	Zapple
4. Hardegga	Gomesto
5. Heam	Musha
6. Yorde	Yorde
7. Dayamon	Janue
8. Manmo	Mecandence
9. Alphamic	Cool Damonia
10. Mecamanim	Almer
11. Godde	Janue
12. Doht	King Doht
13. Meltedia	Zapple

When Space Harrier has cleared the thirteenth stage, he will then have to battle the captains of each stage consecutively. If he survives, Harrier will fight the Evil King! But what will his identity be?

Taking Control



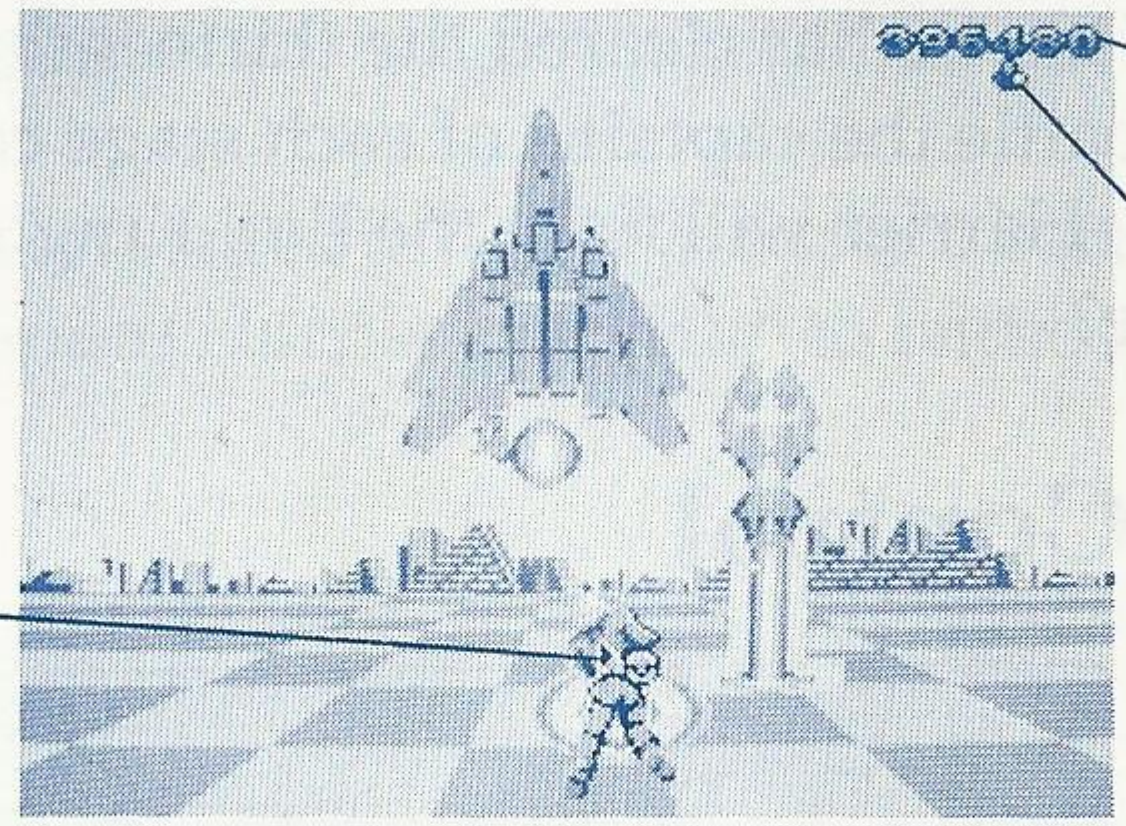
D-Button:

- Moves Space Harrier in eight directions.

Button 1 or Button 2:

- Starts Game
- Fires the Atomic Blaster

NOTE: Space Harrier™ 3-D is a one player game and can only be played using Control Pad 1. However, certain special commands can be entered using Control Pad 2. (See explanation under SPECIAL FEATURES.)



Object of the Game

You are Space Harrier! Your mission is to defeat the enemy creatures with your Atomic Blaster and rescue Euria, the good dragon prince.

End of the Game

You lose a life each time you:

1. Are hit by an enemy or its missiles.

2. Run into an object.

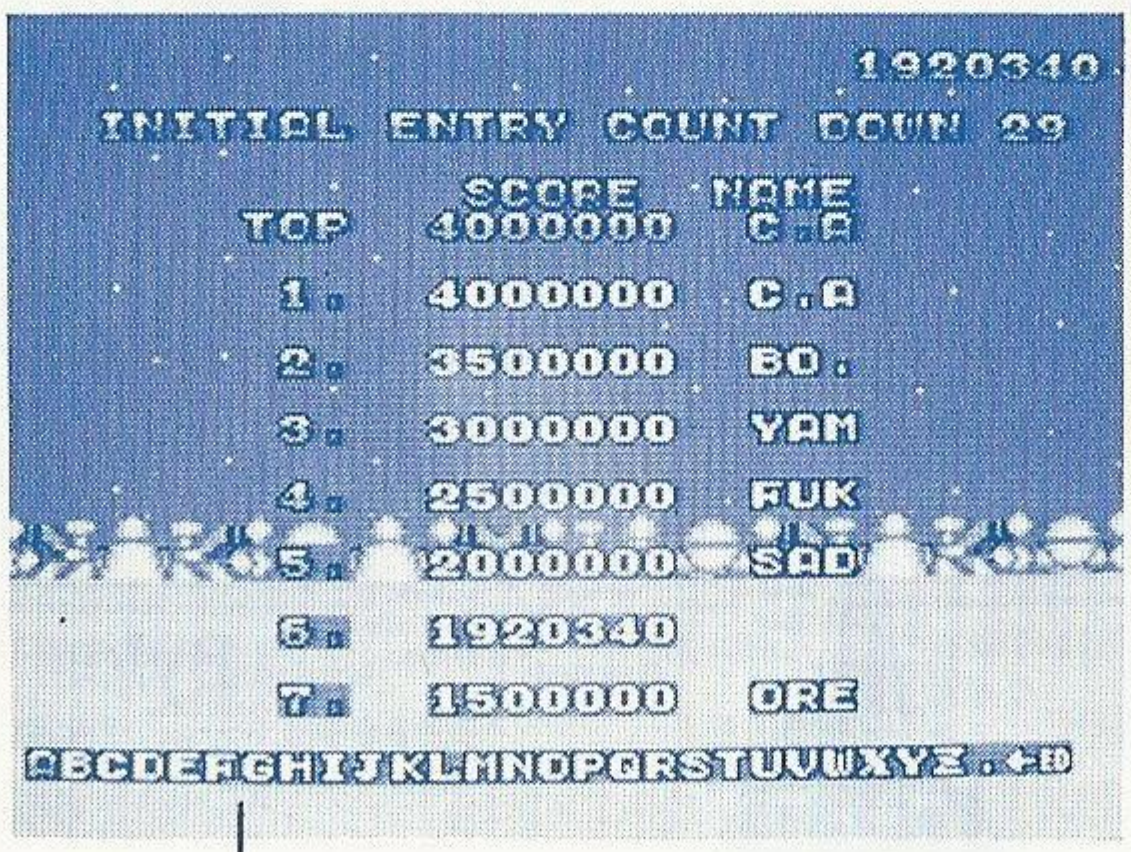
You begin the game with three lives.

You will receive an additional life at 5,000,000, 10,000,000, 15,000,000 points, and at every increase of 5,000,000 points thereafter.

The game ends when all your lives are gone.

High Scores

If your score beats one of the top seven scores, you can enter your initials into the ranking.



Alphabet and Entry Figures

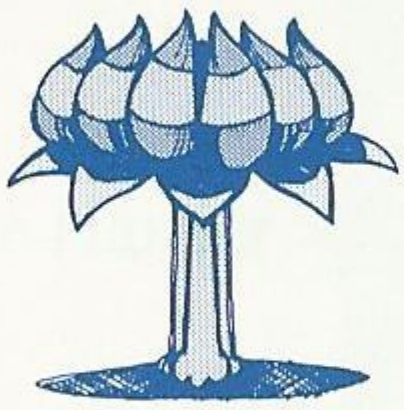
Name Entry

You may use up to three letters to enter your name or initials. Periods count as one letter.

To enter your name:

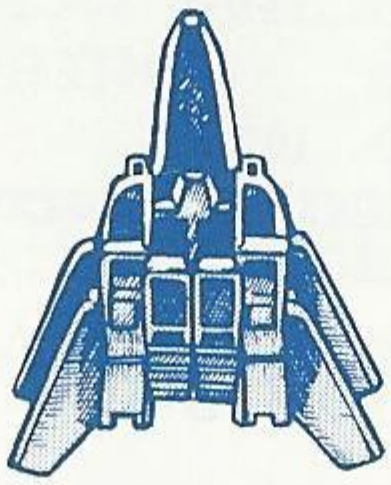
1. Use the D-Button to move the red cursor over the letters you wish to enter.
2. Press Button 1 to enter the selected letter.
3. To make corrections, use the backspace character Entry Figure.
4. When selection is completed, move the cursor to END and press Button 1.

Know Your Enemy



Blossom
1,000 points

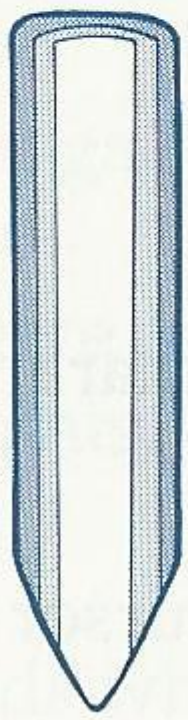
Bylos
50,000 points



Turbo Jet
3,000 points

Flyer
3,000 points

Loidal
3,000 points

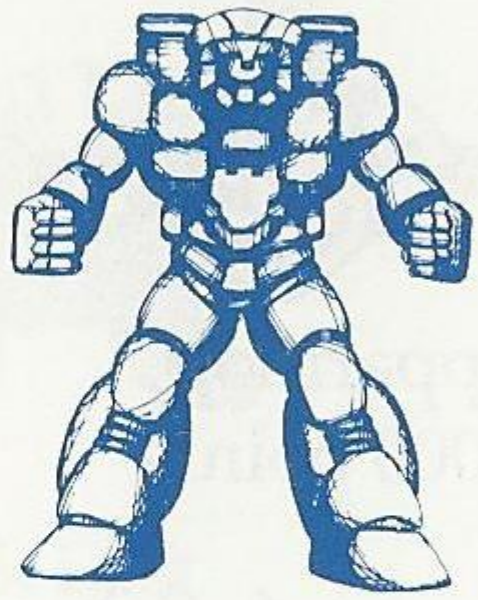


Pole
Can not be destroyed.

Rathon
3,000 points

Tower
Can not be destroyed.

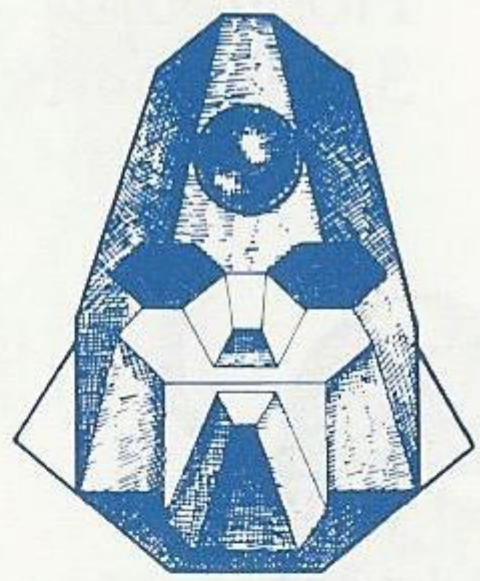
Slime
1,000 points



Moula
10,000 points.
When Captain:
30,000 points

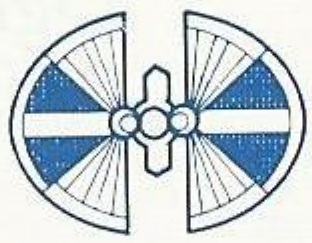
Be-Bo
Can not be Destroyed.

Be
1,000 points



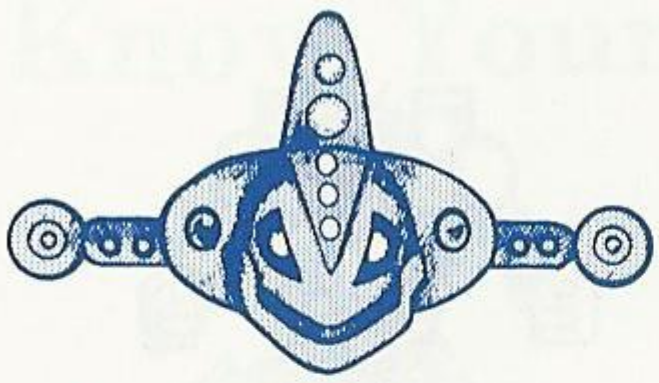
Zapple
50,000 points

Ice Pole
1,000 points



Laser
3,000 points

Clone
3,000 points



Apparition
3,000 points

TFO
3,000 points

Hobgoblin
3,000 points

Qab
3,000 points

Kentar
3,000 points

Ogre
3,000 points

Do-Go
3,000 points

Meye
10,000 points

Gomest
50,000 points

Rock Dog
Can not be destroyed.

Dai
Can not be destroyed.

Musya Knight
30,000 points

Mount
1,000 points.
3,000 in Round 9

Collo
3,000 points

Yorde
50,000 points

Janues
50,000 points

Inazoomi
5,000 points

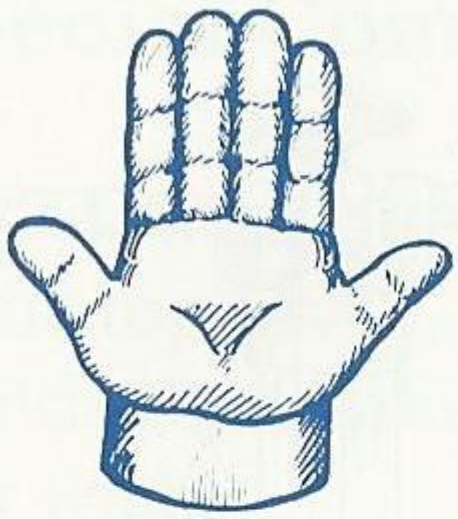
Meca Adence
50,000 points

Sunzu
3,000 points

Gongue
3,000 points

Crystal
5,000 points

Aei Manta
3,000 points

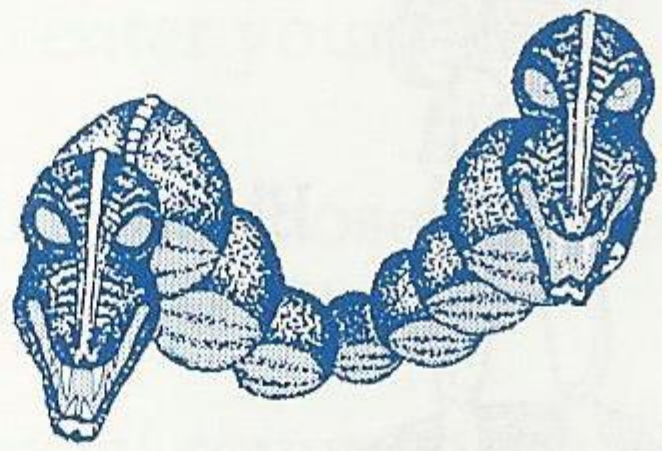


Hand
3,000 points

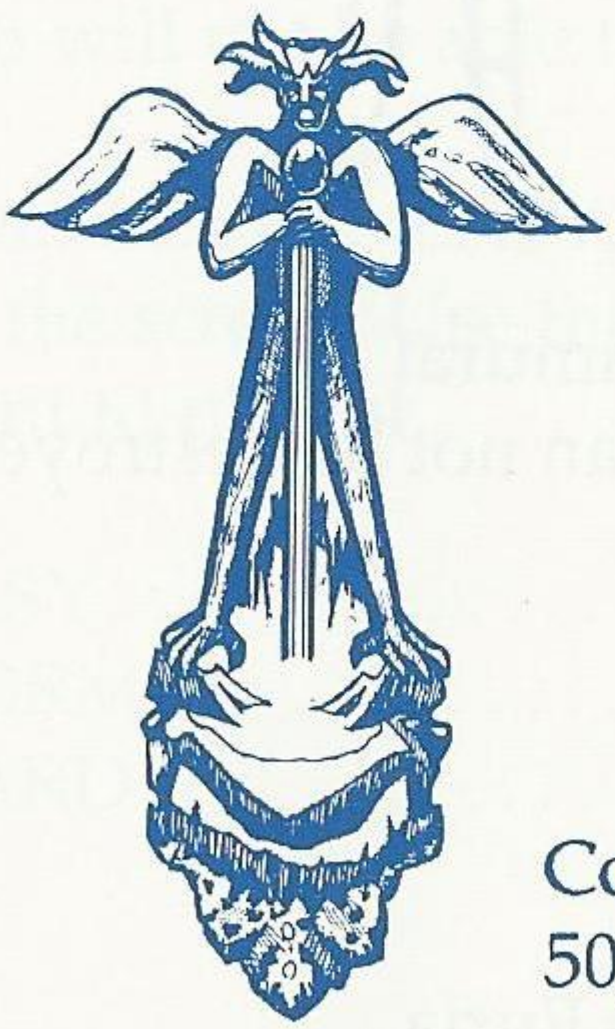
Nurwall
Can not be destroyed.

Janues-Eye
3,000 points

Pole-2
Can not be destroyed.

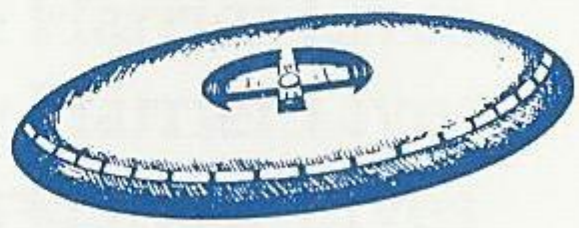


King Doht
50,000 points

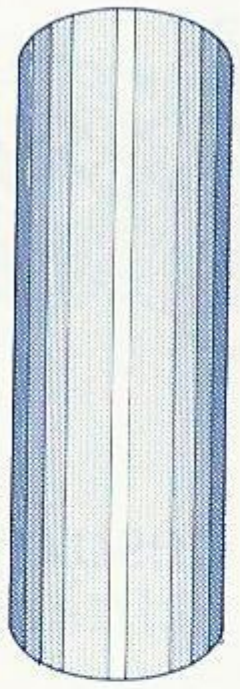


Cool Damonia
50,000 points

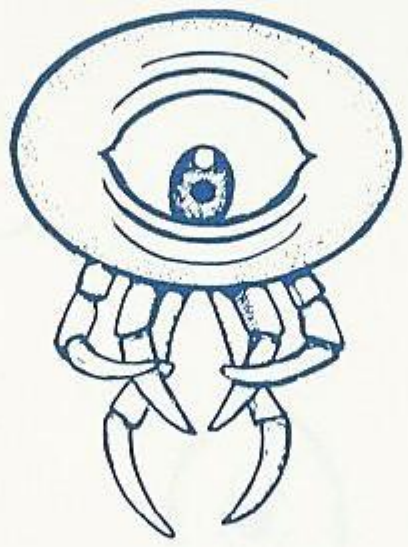
Cam
3,000 points



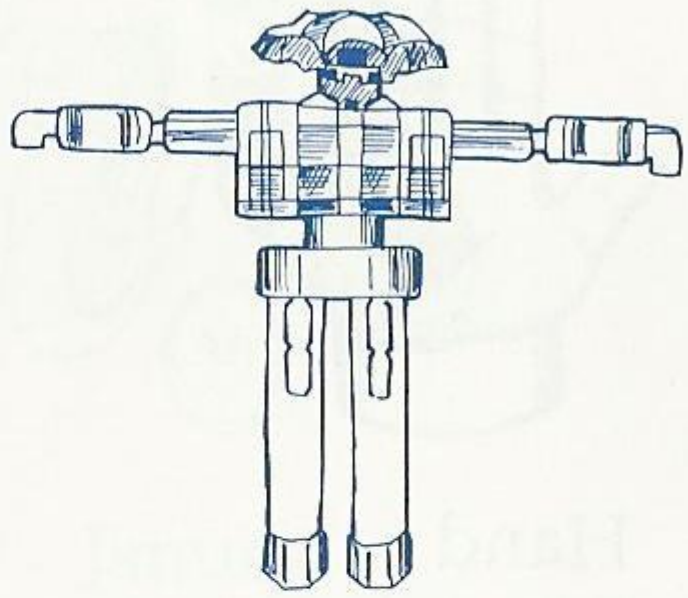
UFO
3,000 points



Guard
3,000 points



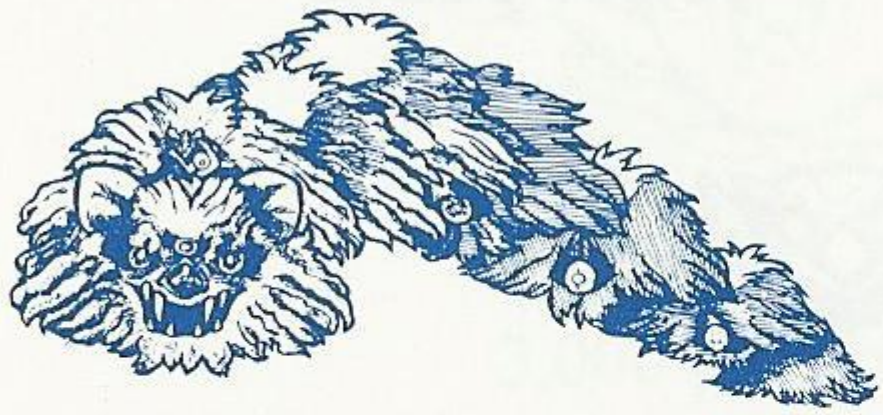
Mitokonda
3000 points



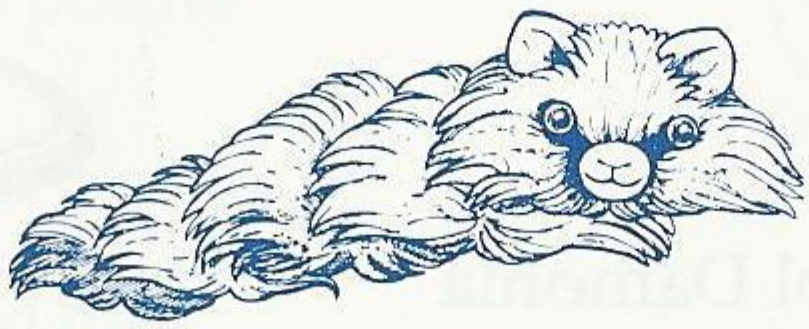
Almer
5,000 points

Elecker
10,000 points

Samurai
Can not be destroyed.



Evil Dragon King
50,000 points



Your Friend, the Dragon Prince Euria.

Special Commands

At the end of the game, if your score is high enough to rank in the top seven, you'll be able to enter some special commands that make the game easier...or more challenging...as you wish.

To enter the special commands, make sure Control Pad 2 has been inserted in the "Control 2" slot. You will use it to enter the special commands like this:

1. When the name entry screen appears, use Control Pad 2 to enter the commands, LEVEL, SOUND or THREE as you would use Control Pad 1 to enter your name.

2. When the special command you have chosen appears, use the D-button to select the features you wish.

3. When you are done with the special command, select EXIT. Then use Control Pad 1 to enter your name.

NOTE: If you use Control Pad 1 to enter your name first, you will not be able to enter the Special Commands section.

Enter LEVEL: EASY, NORMAL and HARD will appear on the screen. Use the D-Button to select the skill level you want to play at.

EASY . . . . . 4 Space Harrier Lives
NORMAL . . . . . 3 Space Harrier Lives
HARD . . . . . 2 Space Harrier Lives

Enter SOUND: This feature lets you check the sound tracks for each stage of the game. Use the D-Button to select the round and press Button 1.

(HINT) If you press a certain series of numbers, you'll get a secret message!

Enter THREE: The screen will show "3-D ON," and "3-D OFF." Use the D-Button to select one.

3-D ON ..... Allows you to continue play in 3-D mode.
3-D OFF ..... Allows you to play in 2-D mode, without the SegaScope™ 3-D Glasses.

Continue Mode

If you die before your quest to find Euria is completed, take heart! The SEGA MASTERS have given you a way to continue the game.

To Continue:

When the "GAME OVER" screen appears, use the D-Button on Control Pad 1 and by pressing the following sequence: 2-1-2-1-1.

This will give you three more lives to use in your battle.

NOTE: You must enter the sequence before the "GAME OVER" screen appears or the Continue feature will not work.

Helpful Hints

- Your success in this mission will depend on your ability to anticipate and react to the enemy's moves. Learn their patterns of attack.

- Space Harrier™ 3-D is a game of speed. Shooting down the enemy creatures rapidly will give you higher scores and more lives.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
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Date				
Name				
Score				

Scorebook

Date				
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Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

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Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ /Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.
This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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